

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application.

**Listing of Claims:**

Claims 1-25: Canceled

26. (new) A gaming system comprising:

at least one player station for displaying to a player a simulation of a game of chance;

a primary gaming server located remotely from the at least one player station and communicable with the at least one player station via a communication network, wherein the primary gaming server is configured to provide outcomes for the game of chance upon request from the at least one player station;

a secondary gaming server located remotely from the at least one player station and communicable with the at least one player station via the communication network, wherein the secondary gaming server is configured to provide outcomes for the game of chance upon request from the at least one player station;

a watchdog facility configured (i) to transmit a data packet to the primary gaming server at regular intervals and (ii) whenever an expected response is not received from the primary gaming server within a predetermined time interval, to change a status of the primary gaming server from active to failed; and

a controller in the at least one player station for routing a request to provide an outcome of a turn of the game of chance, wherein the controller routes the request to the primary gaming server when the status of the primary gaming server is active and routes the request to the secondary gaming server when the status of the primary gaming server is failed.

27. (new) A gaming system as claimed in claim 26, wherein the primary gaming server uses a primary random number generator to determine outcomes for the game of chance and the secondary gaming server uses a secondary random number generator to determine outcomes for the game of chance.

28. (new) A gaming system as claimed in claim 27, wherein the primary and secondary random number generators are software random number generators.

29. (new) A gaming system as claimed in claim 26, wherein the at least one player station is a computer workstation and the communication network is the Internet.

30. (new) A gaming system as claimed in claim 26, wherein the watchdog facility is a program executed on the at least one player station.

31. (new) A gaming system as claimed in claim 30, wherein the watchdog facility generates an alarm when the status of the primary gaming server changes from active to failed.

32. (new) A gaming system as claimed in claim 31, wherein the alarm is audible and/or visible.

33. (new) A gaming system as claimed in claim 26, wherein the primary and secondary gaming servers synchronize their data at regular intervals.

34. (new) A method of operating a gaming system, the gaming system comprising a player station, a primary gaming server, and a secondary gaming server, the player station being remotely located from and communicable with the primary and secondary gaming servers via a communication network, the method comprising the steps of:

displaying on the player station a simulation of a game of chance;

a watchdog facility transmitting a data packet to the primary gaming server at regular intervals;

the watchdog facility changing a status of the primary gaming server from active to failed whenever an expected response to the data packet is not received from the primary gaming server within a predetermined time interval;

a controller in the player station routing a request to provide an outcome of a turn of the game of chance, wherein the controller routes request to the primary gaming server when the status of the primary gaming server is active and routes the request to the secondary gaming server when the status of the primary gaming server is failed;

determining an outcome in response to the request; and

the player station receiving the outcome via the communication network and displaying the outcome to a player.

35. (new) A method as claimed in claim 34, wherein determining an outcome in response to the request comprises:

the primary gaming server executing a primary random number generator.

36. (new) A method as claimed in claim 34, wherein determining an outcome in response to the request comprises:

the secondary gaming server executing a secondary random number generator.

37. (new) A method as claimed in claim 34, further comprising:

executing the watchdog facility on the player station.

38. (new) A method as claimed in claim 37, further comprising:

the watchdog facility generating an alarm when the status of the primary gaming server changes from active to failed.

39. (new) A method as claimed in claim 38, wherein the alarm is audible and/or visible.

40. (new) A method as claimed in claim 34, further comprising:

the primary and secondary gaming servers synchronizing their data at regular intervals.